## BUGLIST:

|  | Description of Bug (be specific About what is not working) | Location of Bug(file, class, method, etc) | Steps to Recreate Bug and/or Test Case | Root Cause AnalysisNotes |
| --- | --- | --- | --- | --- |
|  | rest of the seats after the first  wave of allocation | method: assignRemainderSeats, file/class: CPLElection.java | make a list of remaining votes and reorganize them to allocate the rest of the seats | most likely to do with Map data type usage, could instead use a list to compare and add new seats |
|  | CPL Winner Tie Decider doesn’t correctly randomize a number | method: winnerTieDecider(), file/class: CPLElection.java | instead of an int, create a list of parties and randomly pick one | math. random returns a float, type casting to an int always rounds down |
|  |  |  |  |  |

* **Name the file buglist.XXX where XXX is the file extension (e.g. pdf, doc, docx).**
* **Place the file under the Project1/ directory**
* **Remember, it is better for you to catch your own bugs instead of the grader. You will be docked points**
* **if something does not work, but if it is on the bug list you will not have full points taken away for that**
* **part of the code.**